

Amendments to Claims

Please amend the claims as shown below.

19. (Currently Amended) An interactive computer-based gaming system for playing a game, the system comprising:

funds acceptance means for accepting funds from a player;

funds delivery means responsive to the outcome of the game;

user interface means for allowing the user to interact with the game;

game control means for controlling the operation of the game, the game control means being responsive to the funds acceptance means, and including generator means for generating a plurality of winning object strings from a set of objects; and

game display means controlled by the game control means and the user interface means, the game display means including means for generating a plurality of legs, with each leg being arranged to receive at least one object drawn from the set of objects, wherein each leg has a an independently generated winning object string associated with it, with the game control means being arranged to compute sequentially a payout per leg in the event of a predetermined correlation existing between the at least one drawn object and the winning object string in respect of that particular leg, and to allow the player to select after each sequentially computed payout per leg whether he or she wishes to:

a. receive the payout, or

b. receive at least a portion of the payout and to progress to the next leg, in which case a subsequent winning object string is generated and compared to the at least one drawn object in the next leg, or

c. progress to the next leg, in which case, again, a subsequent winning object string is generated and compared to the at least one drawn object in the next leg.

20. (Previously presented) An interactive computer-based gaming system according to claim 19 wherein the user interface means includes odds varying means for enabling the player to vary the odds in a particular leg during play.

21. (Previously presented) An interactive computer-based gaming system according to claim 20 wherein the odds varying means includes drawn object varying means for dynamically varying the number of drawn objects in a leg during play.

22. (Previously presented) An interactive computer-based gaming system according to either one of claims 19 or 20 wherein the odds varying means includes object string varying means for dynamically varying the number of generated objects in the winning string which are to be correlated with the at least one drawn object during play.

23. (Previously presented) An interactive computer-based gaming system according to claim 19 which includes dynamic withdrawal means for enabling a player-determined percentage of the payout to be withdrawn during the course of the game.

24. (Previously presented) An interactive computer-based gaming system according to claim 19 wherein the drawn objects are player-designated or drawn.

25. (Previously presented) An interactive computer-based gaming system according to claim 19 wherein the winning object strings are randomly or pseudo-randomly generated number strings, with the objects being numbered from 0 - 9.

26. (Previously presented) An interactive computer-based gaming system according to claim 19 wherein the game display means is a printed ticket which is designed or selected by the player and printed prior to the payout being computed.

27. (Currently amended) A method of playing a game, the method comprising the steps of:
- accepting funds from a player;
- generating a plurality of winning object strings from a set of objects;
- displaying a plurality of legs, each leg being arranged to receive at least one object drawn from the set of objects, with each leg having ~~a~~ an independently generated winning object string associated with it;
- computing sequentially a payout per leg in the event of a predetermined correlation existing between the at least one drawn object and the winning object string in respect of that particular leg; and
- enabling the player to select after each sequentially computed payout per leg whether he or she wishes to:
- a. receive the payout, or
- b. receive a portion of the payout and to progress to the next leg, or
- c. progress to the next leg.

28. (Previously presented) A method of playing a game according to claim 27 further including the step of varying the odds in a particular leg during play.

29. (Previously presented) A method of playing a game according to claim 28 wherein the odds can be varied by dynamically varying the number of drawn objects in a particular leg during play.

30. (Previously presented) A method of playing a game according to either one of claims 27 or 28 in which the odds can be varied by dynamically varying the number of generated objects in the winning object string which are to be correlated with the at least one drawn object during play.

31. (Previously presented) A method of playing a game according to claim 27 which includes the step of withdrawing a player-determined percentage of the payout during the course of the game.

32. (Previously presented) A method of playing a game according to claim 27 wherein the step of generating a plurality of winning object strings from a set of objects includes the step of generating random or pseudo-random number strings, with the objects being numbered from 0 - 9.

33. (Previously presented) A method of playing a game according to claim 27 which includes the step of printing a ticket comprising the plurality of legs prior to the payout being computed.

Claims 34-36 (cancelled).